

***Notes from Commercial Downtown Design Guidelines Meeting  
August 14, 2003***

Comment	Applicable Guidelines
1. Ground floor needs to relate to people on the street 2. Use arcades, loggias 3. Focus/spend money on ground floor 4. Minimum 10 ft. width of arcade 5. Don't use fake materials, like fake stucco or fake brick 6. As you go up, give windows nice frames 7. Use dormers on top or towers on the corner 8. Avoid oversized detailing 9. Use simple shapes	B.10 B.12 B.13 B.20 B.16 B.25 – B.30
10. Are we looking for any style in particular?	No specific architectural style required. See B.4 and B.5
11. Fourth building of all brick looks monolithic, like a tenement 12. Many people like the pleasantness of Murphy Square 13. Likes the design of the Mountain View district around the train station 14. Whatever criteria you use for commercial, carry it over to the residential areas "not identical, but not contrasting"	
15. In an urban environment, you look for common threads "rhythm" 16. Top middle base 17. First story, base of building, arcade 18. Middle course, French doors, French balconies 19. Variety of design	B.7 B.9 B.10 B.12 B.13
20. Doesn't want cookie cutter development, wants a more organic look 21. Separate parcels are good to create design variety	Pg. 9 B.1 (pg. 28) B.3
22. Wider sidewalks are important	See Streetscape Designs, Appendix A
23. It's important to blend new development to existing development around it.	B.5 (pg. 28)
24. Look for historic pictures of Sunnyvale for ideas	B.4 (pg.28)
25. There's nothing in the guidelines to discourage corporate architecture	B.6 (pg. 28)
26. Provide public bathrooms?	
27. Parking garage entrance is nice at Santana Row but too large	
28. Want underground parking to allow more vistas and pedestrian environments 29. Units adjacent to garage are not desirable	
30. You can move the utility corridor underneath the mall to allow for underground parking	
31. Underground parking allows for plazas above	
32. Where would tenant parking be?	
33. Stop Signs, traffic lights, we want to keep mall open to	Vision statement to encourage

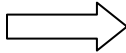
Comment	Applicable Guidelines
pedestrians only	pedestrian-friendly environments. See Streetscape standards
34. Can't speed down streets – need to slow traffic	See Commercial Core district description
35. No one knows where to find the mall. Wider streets bring attention to that. 36. Important to protect neighborhood architecture 37. We should not allow neon signs	Appendix A, Streetscape Standards for McKinley Avenue Extension. See District Description for South of Iowa, Chapter 6.
38. Even pavement on the street to create flexibility in the streets	Considered – but there are public works and accessibility concerns with this idea.
39. Mountain View and Palo Alto have main thoroughfares – McKinley isn't like that.	
40. Charging for parking discourages people from coming	
41. Great idea to have street and sidewalk even	See response to comment 38.
42. We need to allow pedestrians ability to cut through blocks when possible	Policies on re-establishing the street grid and specific pedestrian connections in Ch 7
43. Office along Mathilda creates too much traffic	
44. Providing bicycle facilities	See Chapter 7, Bicycle Facilities

***Notes from Residential Downtown Design Guidelines Meeting  
August 28, 2003***

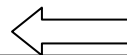
Comments	Guidelines
1. Like the picture with first story brick and decks on top	See Encouraged Building Materials Pg. 29
2. Would like some landscaping in the front	
3. Prefer variation in color for the units	
4. Whisman station is not a good example	
5. Big porches are good	
6. Contemporary, modern style is "not Sunnyvale"	Pg. 9 and B.4
7. Likes the town homes on the corner of Sunnyvale-Saratoga and Crawford Drive	
8. Like to create impression of separate units through colors and design, not one monolithic building	
9. Concerned about the neighborhood looking too new, want to incorporate historical architectural styles	B.4
10. Area south of Iowa should match some of the historical homes in the area	Pg. 10

General Favorites:

Three-story attached housing with brick material on the first floor, decks above, and a variety of steep roof pitches.



Two story with possible lofts on third floor. Lots of popouts, bay windows and pleasant streetscape. Very close setback with stairs leading from the entryway.



Detached homes with craftsman styles. Large porches, Craftsman and architectural detailing were well-liked.

